

If A = Z Then This Must Be Dippy

ISSUE #2 THANKSGIVING DAY 1983

A=Z is an irregular Diplomacy newsletter reporting on Play-By-Electronic-Mail (PBEM) Diplomacy and other subjects related to Diplomacy and computers.

A=Z is published by Russell Sipe P.O. Box 4566, Anaheim, CA 92803-4566. Compuserve address is 72435,1434. The Source address is TCL920. A=Z is presently distributed free. If you know of anyone who would like to be added to A=Z's maillist please let me know.

THE ARMCHAIR DIPLOMAT PUBLISHES 50TH ISSUE

((The following is a reprint of an editorial in TAD #50 which appeared on November 11, 1983. Many of TAD's readers are not into the PBM hobby as such, but are becoming more and more interested))

It is traditional to celebrate milestone issues of Dipzines (50th, 100th, etc.). I am pleased to be able to celebrate the first of what I hope will be many milestones with TAD. However, there is a major difference between TAD's 50th and the 50th of a hardcopy Dipzine--time. TAD, in its electronic form only came into existence last February (as a ftf/pbphone zine it existed for 32 issues prior to the first electronic TAD). Most hardcopy zines come out on a monthly basis (thus passing the 4 year mark before recording issue #50).

I recognize and acknowledge the fact that 50 issues of other Dipzines symbolize a greater achievement for the zine and the editor than TAD #50. None-the-less, TAD 50 is a significant milestone. Why? Because it is the 50th issue of the first permanent PBEM Dipzine, a forerunner of other online Dipzines that are sure to come. You TAD players and readers are the seed of a new exciting expression of PBM Diplomacy. We all can take pride in the fact that TAD has reached this milestone, and will hopefully continue to pave the way of PBEM Dippy.

Presently TAD is a weekly zine (I have no plans to change that) but for several months it came out twice per week. During the most active period I was running 4 games in TAD (two on weekly schedules and two on bi-weekly schedules (2 weeks). If you figure that most Dipzines are monthly, you can figure out that, for a time, TAD was running the equivalent of 12 PBM Dip games (2 games at 4 moves per month and 2 games at 2 moves per month). The most accurate way to describe that situation is "insane". In TAD 44 I reorganized the games so that all were on 2 week schedules and the results were gradifying. GM errors went down; "burn-out" of the GM and players was headed off; and TAD became more organized.

The first TAD game was begun on The Source. It took over 4 months to round up seven players, but in February 1983 we had our seventh player. Of course we had to go all the way to Australia to get him (Jim Eadie STE911). And the game had to be delayed while Jim helped fight the terrible fires that struck Australia early this year. Our other six players hailed from all over the US (WashingtonDC, NYC, DetroitMI,

BadgerCA, GilletteWY, ProvidenceRI, and a replacement player from Santa ClaraCA). S1 ended as a three way draw between Andy Weill (Italy -- end game statement in TAD 45, Michael Burleson (France -- end game statement in TAD 47), and David Miles (Russia). It was a good game, a nice start to TAD.

TAD's second game was begun on Compuserve (Gamesig) in June. It is still being played as the Russian and German tie into one another trying to game the victory. S2 and C2 are entering mid-game and C3, the first TAD game GMed by someone other than the editor is underway. Chip Charnley of Virginia Beach, VA is the GM of C3.

There are 5 events that I feel are significant for TAD and PBEM Dippy which occurred during the timespan of TADs 1-50. In order of occurrence they are: FIRST, the start of the first PBEM Dippy game in TAD (S1--1983CD); SECOND, the establishment of a homebase for TAD in Gamesig on Compuserve; THIRD, The appearance of "PBEM DIPLOMACY" in Diplomacy World; FOURTH, the writing of a Diplomacy Adjudication program by Bob Arning; FIFTH, the completion of the first TAD Diplomacy game (S1--1983CD in 1912).

The significance of the first and fifth events are obvious. The establishment of a homebase on Gamesig (Compuserve) is significant for several reasons. The Games Special Interest Group (GAMESIG) on Compuserve provides a very friendly environment and usable system in and on which to play PBEM Dippy. NightShiftSysop and Scorpio (the sysops on Gamesig) have been very helpful in making TAD at home. Gamesig provides a database area where back issues of TAD are stored. The significance of this should not be overlooked. When new PBEM Dippers come along they will have available to them, at no charge, all the back issues of TAD! ((Well, actually, early next year our Dippy database will be filled and we will have to start deleting the earliest issues)) In addition, Gamesig provides the vehicle of CO whereby Diplomacy conferences can be held in real time. As you will note in this issue, we have just recently had a CO with Rod Walker. The implications of tying the Dippy community together thru electronic mail and online conferencing is exciting. TAD players on The Source need not fear being excluded. TAD will always run games on The Source as long as there is player interest.

The appearance in DIPLOMACY WORLD #35 of an article on PBEM Dippy is important in that, thru this article and others that have and will follow, the PBM Dippy community is being made more aware of what we are doing here and many (some?) will be making the exodus to join us in the months ahead.

In TAD #35 I made reference to the fact that I had received from Rick Loomis of FLYING BUFFALO a printout of his Dippy adjudication program. I asked if anyone would be interested in translating the program from its original form (NorthStar Basic) to Applesoft Basic. Before that could be pursued, however, I received a note from the original French player in S1 (Bob Arning). The note in TAD #35 got him to thinking. He decided that the problem posed by writing a Dippy adjudication program was interesting (he is a

programmer by trade). When he told me that he was going to undertake the project, I thought to myself "OK, maybe we will see something in a few months, but probably not". One week later he tells me that the program is finished and that it has successfully adjudicated the sample game in "The Gamer's Guide to Diplomacy"!!!! He told me to send a disk so that he could mail it to me. Sure, I thought, one week to write a Dippy adjudication program? Bob is either a superior programmer or the program is a pile of dung. Let me tell you, Bob is a SUPERIOR programmer. To end this story, the program is now adjudicating all my games. I call it APAP (Arning's Pascal Adjudication Program). Bob has indicated that he does not care to be bothered with requests for the program. He has authorized me to inform you that you can get the program from me. Send \$5.00 and I will make a copy of the program for you (Pascal for Apple II).

Back to the editorial. It is time to kick TAD into high gear. You ARE the PBEM dippy community and I need your help if we are to continue to develop. Readers of TAD are encouraged to write letters to the editor (or even articles) concerning anything that has to do with Dippy (this 50th issue, PBEM, Dippy insights, questions, etc.). It is time that TAD have more input from you, the readers and players. What do you say?

For now, TAD made it to #50 -- Hip, hip, hooray!

----- DIPLOMACY CONFERENCE -----

As part of the celebration of TAD #50, a real-time conference was held on Compuserve's GameSIG on November 5. Rod Walker was the guest in a planned one hour conference that lasted two and a half hours.

PBEM players from all across the country asked Rod questions that ranged from the nature of the PBM hobby to Western strategies for Italy. A transcript of the conference is in the Dippy database.

----- APAP DESIGNER'S NOTES -----

by Bob Arning

((This article is reprinted from TAD #51. APAP has been adjudicating three games in TAD for two months now (8 turns each), without error.))

The Diplomacy adjudication program began when Russ mentioned in one issue of TAD that he had come into possession of such a program written in North Star Basic and asked if anyone had an interest in converting this program to Applesoft Basic. While the specific project of converting someone else's program from one flavor of Basic to another didn't seem very interesting, it did seem like the kind of program that I would enjoy writing and the fact that Russ had expressed an interest in having such a program added to the incentive.

The requirements of an adjudication program were not totally obvious, especially in regard to the differences in style between PBEM and face-to-face games. It did seem useful, however, to have a program that would keep a

accurate (no flying dutchmen) and permanent record of the game from turn to turn. Actually adjudicating orders was clearly helpful, but perhaps the most useful aspect in my estimation was the ability to produce error-free output in a consistent, readable style. With these goals in mind, I divided the task of adjudication into several parts:

1. Creation of the diplomacy map with all of the idiosyncrasies of coastal and non-coastal connections, etc. This was handled by a separate program that builds a map file describing each province, its name, type, the provinces to which it is connected (by land, by coast (1 or 2) and by water), and status as supply center and home supply center. This file is constant for all games (except of course for variants with different maps!) and is loaded very quickly by the adjudication program when it begins execution.

2. Establishment of a method for storing and retrieving the status of individual games. For this I chose a simple text file format that would allow the user to easily create initial game situations (other than the standard spring 1901 which the program will supply on request), inspect the files as the game progresses and make alterations if necessary (due either to user errors in running the game or program errors in adjudicating the game).

3. The entry of orders. The input of orders is again in a simple text file format (either from disk or the crt), allowing direct entry or entry of data captured from communications networks. The order parser allows for simple variations in spacing and capitalization, but is rather strict on the actual data contained in the order. I chose to adhere strictly to rulebook formats (although in my experience very few people actually write their orders that way) to simplify the process of parsing orders and to eliminate any finger-pointing at the program in questionable interpretations. I left it up to the user to filter out obvious garbage orders like "A Mun whistles Dixie".

4. The adjudication of orders. The actual adjudication algorithm grew in a rather unplanned manner. I began with the basic strategy of doing everything that could be done unconditionally and then trying the things that had conflicts (or potential conflicts). This process repeats as long as decisions continue to be made, hopefully leading to successful adjudication of all orders. The algorithm is not complete, however, as there are conditions that will not adjudicate properly (or perhaps that would adjudicate properly and the program would think there was work still to be done). This lack of completion is a result of two factors: The first is that some complex situations arise very rarely in actual play and I didn't feel like working out a solution for these situations at the time. The second reason is the apparent existence of situations whose adjudication is still a matter of dispute in Diplomacy circles (I infer this from some comments in TGGTD and don't really know if there is some consensus on such situations). The net result is that the program may fail (or think it has failed) in certain rare (hopefully) situations. Since the output of the program (and subsequent input for the next turn) is in text format, the GM always has the option of correcting such errors. As Russ and others who may wish to

use it) continues to use the program, a clearer picture of the frequency of these problems will emerge and some corrective action could be taken.

5. Entry of retreats, builds and removals. Rather than implement a complex format for entering conditional actions such as Russ (and others?) use in accepting retreats, builds and removals, I simply left the decisions in this area up to the GM. The program will prompt the user for each necessary retreat and will accept a valid province or disband the unit in the absence of such a province. Builds and removals are again entered by the GM in response to prompts from the program describing the country involved and the necessary number of builds/removals.

6. Creation of suitable reports describing orders, results, builds, removals and supply center status. The report on orders again follows closely the format in TGGTD. The major exception being that underlining is replaced by <> symbols for failed orders. The report on builds and removals varies somewhat in that the report on centers owned occurs separately from the report on the actual builds/removals. This would allow for the distribution of the results of the turn and subsequent entry of actual build/removal orders. All of the reports produced can be either saved to disk for subsequent transmission, printed for distribution by mail or simply viewed on the crt. ((APAP is available from me for \$5.00. It runs on the Apple II Pascal system. Chip Charnley asked if the program could be uploaded to XA5. Unfortunately the programs involved are of such size as to make that impractical (as is providing a hardcopy listing).))

LETTERS

Dear Brian,

((Uh, Brian's the football player. Russ is the Diplomacy player. But don't feel bad, Mark Berch has me down on his mail list as Russ "Snipe". Peopled named "Sipe" have always had problems with their name.))

Thanks for TAD #45. Your game report ((on 1983CD)) is FLAWLESS! I do appreciate that. The information in EVERYTHING is stored and retrieved on an Atari 800 and its original printout is via a NEC 8023 A-C dot matrix printer. I must agree that computer network Diplomacy seems to be the coming thing, and you seem to be in the foreground of this evolution in the game. Keep it up! I will be glad to help you in anyway that I can. However, I cannot see the postal hobby accepting PBEM games along side postal games. However this is no reason to ignore these games and players. Probably you have been encouraged to establish a separate class rating and reporting system. As publisher and editor of EVERYTHING it would be possible for me to recognize PBEM games as separate and carry them as such in a separate report. Also you might consider establishing an EDN custodian (Electronic Diplomacy Number).

Good luck in the upcoming months and years of Diplomacy. The hobby has its highs and lows. Don't take it too

seriously and always be Diplomatic.....
.....Bill Quinn.....
((Thanks for the encouraging comments. Indeed, PBEM is a "coming thing". However, I find it disturbing that you do not believe the postal hobby will accept PBEM games alongside postal games. Even so, you say, the games should not be ignored (perhaps they should be segregated you say). This brings three questions to mind.

One, who is it in the postal hobby that will not accept these games as regular? Of those to whom I have spoken; all, until now, have seemed to be inclined to consider PBEM games on equal footing with PBM games. If you are speaking for others, I ask that you request them to tell me why they would not consider PBEM games to be on par with PBM games. If you are speaking for yourself, please say so.

Second, why should PBEM games not be considered equal to PBM games? In the IDA PUBLISHER'S HANDBOOK (1976) Doug Beyerlein, then Boardman Number Custodian, defined "postal" Diplomacy as (Diplomacy played with) "extended diplomacy periods for secret negotiations. PBEM certainly falls into the definition "postal" as Doug outlined it then (p.23). As I explained in A=Z #1, the only real difference between PBM and PBEM is the MODE in which the mail is sent. The only practical difference is that electronic mail travels faster, MUCH FASTER. I think you hit the nail on the head in your letter when you referred to PBEM as an "evolution in the game". That is what it is, an EVOLUTION, not a NEW CREATURE that should be separated from its birthright.

Third, I find it odd that you suggest a segregated listing of PBEM games since in EVERYTHING #57 a computer network game was listed in the main body of the issue (1982CK). Again, as I explained in A=Z #1, a note in EVERYTHING (such as was done with 1982CK) that a game was played via electronic mail is certainly acceptable, no, desirable (including which system the game was played on). What is the purpose of a segregated listed for PBEM games? Are PBEMers not equal, must we fight for our rights and freedoms? (Note, tongue is in cheek).

Oh yes, about your proposed EDNs. Hmmm.... Gee we have the Boardman numbers and the Miller numbers.... Hmmm... The Sipe Numbers?????... Naw, forget it. We don't want to be classified differently. We demand equality!!! (Portions of this speech were pre-recorded). Please take no offense in my response to your kind letter; you have given me "A soapbox I couldn't refuse".)

Dear Russell,

Thanks for the sample copy of A=Z. That and your article in DW has got me excited about the idea of running Diplomacy games by electronic mail service. (I already publish a small postal Diplomacy zine.) I own an Osborne 1 computer and just recently bought a modem to go with it.

I would like some information on the procedures you use in running games by electronic mail. From what you wrote in DW I get the impression that the best network for running games is CompuServe. I will have to give them a call for sign-up information. As a side note, how do you go about recruiting players for your electronic mail games? Do they come from

the postal Diplomacy community? Also, how do you go about charging players in the game? Anything that you can send me to help me get started would be greatly appreciated.....
.....Doug Beyerlein.....

((Glad to hear of your interest in PBEM. I wrote you a letter some time ago which ended up getting printed in your CALIFORNIA REPORTS #24. You, I am sure, will be interested in where my search for a Dippy adjudication program ended up (see info above).

Yes, I DO believe that CompuServe Information Service (CIS) is the better system of the two for Diplomacy. Without going into detail I can just say that there are a number of features on CIS that are better suited to gaming and Dippy than The Source does not offer. And, of course, CIS is cheaper! If you wish to contact Compuserve about signup info you can go to your local computer store or call them direct at 1-800-848-8990. Although I prefer CIS, TAD will continue to run games on The Source as long as there is interest. The number for signup info on The Source is 1-800-336-3366.

Player recruitment differs for each system (It is more fruitful on CIS). On The Source new players are found by posting public messages on the Game Bulletin Board. As the board is erased each week, the message must be sent each week if you wish to keep it up all the time. I have not posted messages on Source Board for some time since I am not planning any near future starts. (Well, that may not be completely true. Don Patrick, a fellow in Austin TX, has been promising to start a Dip game for several months now. If his game is not underway soon, I will open a new section of Dip on the system). TAD is mailed privately to players on The Source.

On CIS new players come along every week or so. TAD is posted in a public access area and a special bulletin is "sent" to all GameSIG members when a new issue goes online (weekly). This coupled with open messages on the board between Dippy players creates a curiosity about the game. By the way, GameSIG means Games Special Interest Group. It is in the GameSIG area that PBEM Dippy is being played. The GameSIG address within CIS is HQM-143. I get, on the average, one CIS member per week who wants to play. By the way, most Dippy messages are sent privately of course, but when the material is for public consumption, messages are sent "in the clear". Dippy on CIS is much more a public event. People know the games are going on. I have three files in our Dippy database that explain the game of Diplomacy for those who are interested. TAD's first quest GM is on CIS, Chip Charnley of Virginia Beach, VA. Another CIS player has indicated an interest in GMing. Your interest is just another indication that PBEM is growing.

Most of our players have FTF Dippy experience but have not played PBM before. Some have really gotten into Dippy because of PBEM and are beginning to read various Dipzines to learn more. Chip Charnley is perhaps our most experienced PBM player with about 20% of our players having prior PBM experience. TALK ABOUT A RECRUITMENT TOOL, TAD IS IT!

I had to chuckle when I read your question about charging players. The average PBEMer spends \$20 per month in connect time related to Dippy items. To ask him/her to pay a

additional game fee is perhaps not possible. In any case I have not, to this point, charged anything to play (their connect charges being expense enough). If I charged to play in this early stage of the PBEM hobby, it probably would never get off the ground. But who knows what it will be like a year from now? What this means is that a potential GM in PBEM is going to have to foot the bill himself, at least for a time. It may be a bit of a sacrifice right now, but the opportunity to be involved in the foundational work of PBEM is worth it, I believe.

You should consider purchasing a terminal software package that permits uploading/downloading from memory (if you do not already have one). With such a package you can call up the system, download your electronic mail, sign off the system, compose your replies at your leisure, then reverse the process to upload your mail. In this manner you greatly reduce your connect time. Without this software PBEM could become prohibitively expensive.

As to GMing online, I suggest that once you get onto one of the services that you take some time to get used to its working before attempting to start a game. Right now, pretty much all PBEM activity on the two services is taking place in TAD (at least to my knowledge). You may want to play in one of the online games for a while before forming your own game. I am quite aware of your good reputation as a GM and only suggest this course of action so that you will be experienced with the system when you GM your first PBEM game. Along with you, I look forward to that day.))

Dear Russell,

I am editor of THE WORDWORKS, an electronic magazine published on my home computer and distributed only to people who call MY computer with THEIR computer. The inaugural Wordworks ((Diplomacy)) game has just been completed. It was a largely local game, in that five of the players came from the same general area (although they did not know one another), and I would like to presume upon your goodwill to ask your assistance in contacting players who might be interested in playing in Wordworks II. ((Wes goes on to describe how to get onto the system which involves calling 919-725-5275 at 300 or 1200 baud, 8 bit, one stop bit, no parity.)) Wordworks will not be an entirely standard game, as the players will not necessarily know each others' real names. Each player, when he/she signs up receives an OFFICIAL PSEUDONYM along with the country assignment. Press is completely "black". You can also write me: WES IVES, 500 LESTER LANE, WINSTON-SALEM, NC 27103.

By the way, HOW did you talk Kathy Byrne out of a Boardman number for (say) 1983CY? She steadfastly refuses to consider a BN for the games on the Wordworks because the players use aliases- yet I notice "RASPUTIN" is playing in 1983CY. What would you say is the difference between THAT alias and the aliases used here?.....

.....Wes Ives.....
((To deal with your question first. It is typical for users of CIS to adopt "handles" much like CB handles. I, for example go by the handle Machiavelli, or when the mood strikes me, Cheshire Cat. --grin!--. Thus Rasputin,

Shadowfax, Billy Bishop, Bangbuster, and Cayton are all people who have played in TAD games using their handle. BUT, and here is the difference of which you speak, their real names are announced at the start of the game and, now, are included along with their "handles". There is no designed attempt to hid the identity of the players which you are doing with Wordworks. I pass no judgment either for or against your adopted method concerning aliases. I simply point out why Kathy had no problem giving Boardman numbers to TAD games. As a point of clarification, I did not indicate to Kathy that some of the players had these aliases. I did not feel that it was significant since the real name was readily available to the other players.))

PREM PROGRESS REPORT

1983CD (SOURCE#1) ended in a FRA/ITA/RUS draw in October.
1983CE (COMPUERVE #1) has just completed Fall 1909 with the German controlling 16 centers and maneuvering for the final two.
1983CX (SOURCE#2) has completed Spring 1905. France and Russia are in trouble.
1983CY (COMPUERVE#2) has completed Fall 1904 and features a strong Austro-Turkish alliance.
#Pend. (COMPUERVE#3) has completed Spring 1902 with no clear trends. Chip Charnley is GM.

Hi Red,
Glad you could talk to Doug about PREM. Hope I get the chance to show him the operation. Kirk has checked with the police dept & is waiting for a return call. I suggest another meeting (this SEE NEXT PAGE FOR time with selected board members) to map out a specific course of action. Mid Dec. should be about right (or early Jan.). Looking forward to it.

Russ
PS - Let's do another DIPCO at that time OK?
A=Z #2 MAILING LIST

NAME	STREET	CITY	ST	ZIP
ANDY WEILL	P.O. BOX 42	BADGER	CA	93603
BILL OXNER	5562 SERENE DR.	HUNTINGTON BEACH	CA	92649
BILL PLACEK	2157 GILBRIDGE RD.	MARTINSVILLE	NJ	08836
BILL QUINN	301 CONROE DR.	CONROE	TX	77301
BOB ARNING	222 EAST 75TH ST. #2C	NEW YORK	NY	10021
BOB JONES	15122 SE 46TH WAY	BELLEVUE	WA	98006
CHIP CHARNLEY	4065 CONCORDIA WAY	VIRGINIA BEACH	VA	23456
DAVID MILES	401 ROCKPILE	GILLETTE	WY	82716
DICK MARTIN	26 ORCHARD WAY N	ROCKVILLE	MD	20854
DON DITTER	63 S. MAIN ST.	FLORIDA	NY	10921
DOUG BEYERLEIN	640 COLLEGE	MENLO PARK	CA	94025
GARY ORENSTEIN	265 ELMGROVE AVE	PROVIDENCE	RI	02906
INST. DIP STUDIES	P.O. BOX 8416	SAN DIEGO	CA	92102
JIM BJORNSSON	955 CRANBROOK CT #237	DAVIS	CA	95616
JIM BUMPAS	4405 DILLARD RD.	EUGENE	OR	97405
JIM ULAKY	5832 FALSTAFF DR.	CHARLOTTE	NC	28212
JOHNNY WILSON	16357 DUBESOR	VALINDA	CA	91744
JON SHAPIRO	2140 BLOOMFIELD WOODS CT.	BLOOMFIELD GLENS	MI	48033
KATHY BYRNE	160-02 43RD AVE.	FLUSHING	NY	11358
MARK BERCH	492 NAYLOR PLACE	ALEXANDRIA	VA	22304
MARK KELLER	9536 SHUMWAY DR.	ORANGEVALE	CA	95662
MICHAEL BURLESON	2950 JERALD AVE.	SANTA CLARA	CA	95051
MICKY KOSANOVICH	7701 W. MARWOOD DR.	ELMWOOD PARK	IL	60635
PORTER WIGHTMAN	57 ROSSITER RD.	ROCHESTER	NY	14620
RICK LOOMIS	PO BOX 1467	SCOTTSDALE	AZ	85252
ROBERT BUTLAND	1243 W. ANAHEIM	HARBOR CITY	CA	90710
ROD WALKER	1273 CREST DR	ENCINITAS	CA	92024
RONALD J. BROWN	700 SUMMERSVILLE AVE.	OTTAWA	ONT	K1Z 8G4
ROY HENRICKS	128 DEERFIELD DR.	PITTSBURG	PA	15235
TOM JONES	2728 32ND ST. NW	WASHINGTON	DC	20008
WESLEY IVES	500 LESTER LANE	WINSTON-SALEM	NC	27103

[[[HERE IS FALL 1904 1983CY AS ADJUDICATED BY APAP]]]

C2 -- (1983CY) -- FALL 1904

<<<Adjudicated by the Arning Pascal Adjudication Program (APAP)>>>

AUSTRIA (CHIP CHARNLEY -- 71625,1015)
ENGLAND (BILLY BISHOP:Bob Jones -- 74005,144)
FRANCE (JIM ULAKY -- 73145,1454)
GERMANY (RASPUTIN:Johnny Wilson -- 70636,1504)
ITALY (MICHAEL BURLESON 70110,542)
RUSSIA (ROBERT BUTLAND -- 72625,1443) <<NMR>>
TURKEY (BILL OXNER -- 72135,21)

C2 FALL 1904 results:

AUSTRIA: A Pie S A Rom-Mar; A Tri-Ven; F Adr S A Tri-Ven; A Boh-Mun;
A Trl S A Boh-Mun; A Pru-Ber; A Sil S A Pru-Ber;
ENGLAND: A Lon-Wal; F Iri-Nat; F STP(NC) BAR bad order[ir-Bot]; F Nwy-Nrg;
F Ska H; F Hel H;
FRANCE: <A Bur-Mar>; <F Spa(sc)-Mar>; <A Ruh-Hol>; A Bel S A Ruh-Hol;
F Mid-Naf; F Eng-Mid;
GERMANY: F Hol H; A Kie S F Hol; <A Mun H[ed]>;
ITALY: A Rom-Mar; F Lyo C A Rom-Mar; A Apu-Rom;
RUSSIA: F Swe H[ul]; A Den H[ul];
TURKEY: F Tyn C A Rom-Mar; F Ion-Tun; F Eas-Ion; F Aeg S F Eas-Ion;
A Lvn-Stp; A Mos S A Lvn-Stp; A Bul-Rum;

C2 FALL 1904 - Units by owner:

AUSTRIA has:	F Adr	A Sil	A Ber	A Mun	A Trl	A Ven	
	A Pie	= 7 units					
ENGLAND has:	F Nrg	F Bot	F Ska	F Nat	A Wal	F Hel	= 6
FRANCE has:	A Ruh	F Naf	A Bel	A Bur	F Spa(sc)	F Mid	= 6
GERMANY has:	A Kie	F Hol	= 2 units				
ITALY has:	A Rom	F Lyo	A Mar	= 3 units			
RUSSIA has:	F Swe	A Den	= 2 units				
TURKEY has:	A Stp	A Mos	F Aeg	A Rum	F Ion	F Tyn	
	F Tun	= 7 units					

Centers by owner:

AUSTRIA owns:	/Rum/	War	Bud	Ser	Tri	Vie	*Ber*	*Mun*	Ven	
	= 8(+1)									
ENGLAND owns:	/Stp/	Nwy	Edi	Lon	Lpl	/Kie/	= 4(-2)			
FRANCE owns:	/Mar/	Bel	Par	Bre	Spa	Por	= 5(-1)			
GERMANY owns:	/Ber/	*Kie*	Hol	/Mun/	= 2(-1)					
ITALY owns:	Nap	Rom	/Tun/	*Mar*	= 3(no ch.)					
RUSSIA owns:	Swe	Den	= 2(no ch.)							
TURKEY owns:	*Stp*	Mos	Sev	Smy	Ank	Con	Bul	*Rum*	Gre	*Tun*
	= 10(+3)									

C2 FALL 1904 - Builds/Removals

AUSTRIA builds A Bud
ENGLAND removes A Wal, F Nat
FRANCE removes F Naf
GERMANY No builds or removals.
ITALY No builds or removals.
RUSSIA No builds or removals.
TURKEY builds A Con, A Smy, A Ank